GURPS

SWASHBUCKLERS

Roleplaying in the World of Pirates and Musketeers

STEVE JACKSON GAMES

Adventure in a World of Gallantry & Grace

Come to the age of the Swashbuckler, when the world was wide and fortunes could be made in an afternoon of smoking cannons and bloody cutlasses!

Swing from a chandelier into the fray, rapier in hand, dagger in teeth, and show the Cardinal's guards they can't insult the queen!

Or wait on the quiet back roads of England on a moonless night, pistols and reins in your hands, and hope the Squire's coach isn't too well guarded . . .

Pirates, Musketeers and Highwaymen all come alive in this *GURPS* worldbook of romantic adventure from Elizabeth I to Napoleon. Rules and background given include: ship combat, black powder weapons, expanded fencing rules, cutlasses, chandeliers, codes of honor, dueling, compulsive gambling and all the other classic elements of a good swashbuckling time!

Swashbucklers **provides historical backgrounds and chronologies for the eras of sailing ships and musketeers.**

This book is intended for use with the *GURPS Basic Set* (Third Edition), but can be used as a sourcebook for any roleplaying game.

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